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FIFA SOCCER 97

INSTRUCTION BOOKLET

KIDS TO ADULTS
CONTENT RATED BY ESRB

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
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Nintendo

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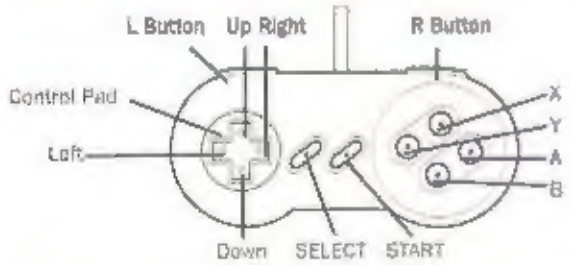
STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System.
   WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES™.
   - If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. Following the *FIFA Soccer 97* screen, the EA SPORTS™ logo appears. If you don't see it, begin again at step **1**.

COMMAND SUMMARY/ SUMARIO DE INSTRUCCIONES



NOTE: There are two Skill modes available in *FIFA Soccer 97*: PRO and SEMI. Moves available only in Pro mode are *italicized*. (See *Skill Level* on p. 14.)

NOTA: *FIFA Soccer 97 ofrece dos niveles de dificultad:* PRO y SEMI. Los movimientos disponibles únicamente en el modo Pro se ofrecen en cursiva (itálicas).

KICK OFF / SAQUE INICIAL

Kick Off	**A**, **B**, **X**, or **Y**	Saque

DEFENSE / DEFENSA

Slide tackle	**Y**	Barrer
Sprint (hold)	**X**	Correr (mantenga)
Switch player	**B**	Cambio jugador
Elbow	**R**	*Codazo*
Push	**L**	Empujar

OFFENSE: BALL ON THE GROUND / ATAQUE: BALÓN EN EL SUELO

Dribble	Control Pad	Driblar
Lob/Chipshot	**Y**	Levantar el balón/volea
Sprint (hold)	**X**	Correr (mantenga)
Pass	**B**+Control Pad	Pasar
Shoot	**A**	Disparar
Give & Go	**R** to pass, then **R** for a return/ **R** para pasar, después **R** para devolver	*Pared*
One-timer	**B**, then **A**	*A un tiempo*
Goal celebration	**Y**, **B**, or **A**	Celebrar el gol (Auto Replay OFF)

- Control Pad any direction to direct a player or the ball.
- *For a more powerful move, hold the action button.*
- Control Pad en cualquier dirección para dirigir a un jugador o el balón.
- *Para un movimiento más potente, mantenga pulsando el botón de acción.*

OFFENSE: BALL IN THE AIR / ATAQUE: BALÓN EN EL AIRE

Bicycle kick	Y	*Disparo de movimiento bicicleta*
Diving header	X	*Cabezazo*
One-timer	A	*A un tiempo*

- Control Pad ← → immediately after contact to give the ball a curve.
- Control Pad ← → tras el pase/disparo para dar efecto al balón.

GOALKEEPER / PORTERO (MANUAL)

DEFENDING THE GOAL / DEFENDIENDO EL BALÓN

Dive	B+Control Pad	Palomita

IN POSSESION OF THE BALL / EN POSESIÓN DEL BALÓN

Throw	B	Tirar
Target Box	Y	Fijar destino tiro

CORNER KICK/THROW-IN / SAQUE DE CORNER / SAQUE DE BANDA

Toggle normal/ receiver	Y	Cambio entre normal/receptor
Throw-In/Kick	A/B	Saque/Chutar

INSTANT REPLAY / REPETICIÓN INSTANTÁNEA

Rewind/Forward	Y+ Control Pad ←→	Delante/Detrás
Play	B	Marcha
Flip view	A	Cambio de vista

MENU/OPTION SCREENS / PANTALLA DE MENÚ/OPCIONES

Scroll options	Control Pad ↑↓	Selección de opciones
Cycle options	Control Pad ←→	Ciclar entre opción
Select/Advance screen	START/B	Selección/avance de pantalla
Return to previous screen	X	Vuelta a pantalla anterior

INTRODUCCIÓN: EL MUNDO DEL FÚTBOL

¡Bienvenido a *FIFA Soccer 97*! Enhorabuena por haber adquirido el único videojuego de fútbol que captura la verdadera esencia de uno de los más grandes deportes del mundo. *FIFA Soccer 97* ofrece todos los jugadores de 12 ligas internacionales, auténticos cánticos de la hinchada, un nuevo modo de juego en pista cubierta y texto multilenguaje que refleja la diversidad de aficionados al fútbol que muestra el planeta. ¡Prepárese para el saque inicial en una nueva temporada de fútbol de alta competencia!

Para configurar los textos en pantalla en español siga las siguientes instrucciones:

1. Desde la pantalla Match Select (selección de partido), Control Pad ↓ para seleccionar OPTIONS (opciones) y pulse **B**. La opción de lenguaje se muestra al principio de la lista de opciones.
2. Control Pad ← → hasta que aparezca ESPAÑOL, después pulse **START**. Ahora verá todo el texto de la pantalla en Español.

JUGANDO

El Sumario de Instrucciones (*Command Summary*) en pág. 2 muestra las instrucciones para jugar y para los menús en Español y en Inglés. Cuando este en las pantallas de menús

debe recordar que el texto de ayuda (Help text) está disponible para ayudarle.

Help Text instructions / El texto de ayuda

El texto de ayuda (Help Text) en la parte inferior de la pantalla le muestra qué botones debe pulsar para el menú actual. Así que, ¡retire este manual y prepárese para jugar!

MATCH SELECT

From the Match Select screen, select any of the game modes available in *FIFA Soccer 97* or choose OPTIONS to customize your game.

To highlight an option, Control Pad ↑ ↓. To select the highlighted option, press **START** or **B**.

FRIENDLY: A one-time game between two teams of your choice. (See *A Friendly Little Match* on p. 11.)

LEAGUES: Select a league from the 12 available, then take up to 8 teams through an entire league schedule. (See *League Play* on p. 25.)

TOURNAMENTS: Select 1–8 teams to play in a league Tournament. The teams with the best Tournament record go into a Playoff series to determine the champion. (See *Tournament Play* on p. 27.)

PLAYOFFS: If you like the options available in Tournaments mode, but don't have time for each round, Playoffs mode is for you. (See *Playoffs* on p. 27.)

PRACTICE: Use any of the 6 practice scenarios to strengthen weak areas of your game—you choose the level of opposition. (See *Practice* on p. 28.)

OPTIONS: Go to the Options menu to set Half Length, Match Type, Field Conditions, and more. (See *Options* below.)

OPTIONS

You can select to adjust these options from the Match Select, Pregame, Pause, and Half Time screens.

1. To set Options from the Match Select screen, Control Pad ↓ to highlight OPTIONS and press **B**. The Options screen appears.

2. Control Pad ↑↓ to highlight an option.
3. Control Pad ← → to cycle game options.
4. Press **START** to accept your selections and return to the Match Select screen.

- To return to the Match Select screen without accepting any changes, press **X**.

NOTE: These controls are used in all menus in *FIFA Soccer 97*, so learn 'em here and use them everywhere.

OPTION DESCRIPTIONS

Some options can be changed only before the competition begins. Those options are highlighted gray on the Pause and Half Time screens.

NOTE: Default options are listed in bold.

LANGUAGE

Six on-screen language options are available: **ENGLISH**, DEUTSCH (German), FRANCAIS (French), ESPAÑOL (Spanish), ITALIANO (Italian), and SVENSKA (Swedish).

MATCH TYPE

Select SIMULATION and experience the game as a real life match; players feel the strain of fatigue, and you're limited to 3 substitutions. Select **ACTION** and experience the match at its fastest and most exciting; gameplay is accelerated, players don't tire, and you have unlimited substitutions. This option can be changed only before the competition begins.

HALF LENGTH

(In minutes) 2, **4**, 6, 8, 10, 20, or 45. This option can be changed only before the competition begins.

GOAL KEEPERS

COMPUTER or MANUAL. With MANUAL selected, you control the keeper to protect your goal. This adds a level of difficulty to your game; we suggest you select COMPUTER until you are more proficient at *FIFA Soccer 97*.

FOULS

Choose **OFF** and the referee doesn't call fouls. Select NORMAL, and a vicious tackle or push could result in the ref reaching for a yellow or red card. NO BOOKINGS means the ref calls fouls, but won't book players (assign a red/yellow card). (See *Bookings* on p. 23.)

INJURIES

With this option ON, all players are susceptible to injury.

OFF-SIDES

Select ON or **OFF**. The Off-Sides rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. This only applies when the attacking player is in a position to interfere with the play. A player can't be Off-Sides in his own half of the field, or directly from a Throw-In or a Corner Kick.

When a player is caught Off-Sides, the referee signals a free kick and the Off-Sides icon appears along with the offending player's name.

NOTE: When the Off-Sides option is ON, the ref awards a free kick for all Off-Sides, even if the Fouls option is OFF.

PASSING ARROWS

ON or OFF. When ON, off-screen teammates have an arrow pointing toward them.

POWER CIRCLE

ON or OFF. Allows you to view the amount of power applied to a shot. (See *Power Circle* on p. 19.)

NOTE: When you're on the field, hold the action button to increase your power.

PLAYER NUMBERS

ON or OFF. Displays each player's jersey number.

CLOCK
CONTINUOUS or OUT OF PLAY. In Continuous mode, the clock keeps ticking even when the ball is out of play. However, to prevent players from intentionally killing time, the ref adds time that was wasted during free kicks and throw-ins to the clock. In Out of Play mode, the clock stops when the ball is out of play. This option can be changed only before the competition begins.

NOTE: The clock starts after the kick off.

TIME DISPLAY
The Time Display can be turned **ON** or OFF.

AUTO REPLAY
When **ON** you view a replay of each goal, and with Fouls set to NORMAL, you also view a replay following each booking. When OFF the Scoreboard is displayed instead.

NOTE: You can only celebrate a goal with Auto Replay OFF.

KEEPER
This option is only available in INDOOR mode. You must pause the match in order to pull your keeper. With a keeper OUT, the intensity of the game is increased; an attacker is added and no player is assigned to protect the goal.

NOTE: You can only pull the keeper from the team you control.

PITCH TEXTURE
Displays the cut of the grass on the field. Select between **CHECKERED**, HORIZONTAL, and VERTICAL.

SOUND
Toggle music and sound effects. SFX include crowd, ref, and menu screen sounds; MUSIC is audible only during menu screens. Select between **MUSIC AND SFX**, OFF, SFX ONLY, and MUSIC ONLY.

ERASE LEAGUE
(Appears only when there is a League saved.) Select YES to erase a saved league series in progress.

ERASE TOURNAMENT
(Appears only when there is a Tournament saved.) Select YES to erase a saved Tournament in progress.

ERASE PLAYOFF
(Appears only when there is a Playoff saved.) Select YES to erase a saved Playoff in progress.

A FRIENDLY LITTLE MATCH
If you're interested in a single match between two professional teams, select FRIENDLY from the Match Select screen—exactly how friendly the match is, is up to you.

STADIUM SELECT
Imagine your favorite two teams in battle. Now confine that energy inside four walls—replacing "out of bounds" with rebounds, reduce the manpower to 6 per team, drop them on a wooden floor, and you have the frenzy of an indoor soccer match. New to *FIFA Soccer 97*, select between a standard OUTDOOR game and the fast-paced INDOOR.

- To toggle between OUTDOOR and INDOOR stadiums, Control Pad ↑↓.
- To accept your selection, press **B**. The Select Teams screen appears.

***EA* TIP** Press **START** from the Stadium Select screen to head straight to the match with the default teams (England and Germany).

SELECT TEAMS

- When finished, press **B** to go to Controllers screen.

CONTROLLERS SCREEN

From the Controllers screen, decide who controls which team and whether a team is controlled by one player or multiple players.

SETTING UP A MULTIPLAYER GAME

Up to five friends can join in a game of EA SPORTS *FIFA Soccer 97*. You need the Multi-Player Adapter and a controller for each player.

- Plug a controller into Controller Socket 1 and plug the Multi-Player Adapter into Controller Socket 2 on the front of your Super NES.
- Push the small black switch on the front of the Multi-Player Adapter marked **Select 2P — 3-5P** left to the 3-5P position.
- Player 1 uses the controller plugged into Controller Socket 1. Players 2 through 5 use the controllers plugged into the Multi-Player Adapter.

NOTE: The Multi-Player Adapter is not designed for use with the Super NES Super Scope® or the Super NES mouse®.

THE CONTROLLER ICON

Two teams are displayed on the Controllers screen—the home team on the left, visiting team on the right. Icons representing each controller appear in the middle.

MULTIPLE PLAYERS

If there are two or more controllers plugged into the Super NES, a controller icon appears in the center of the screen for each controller. The icon for controller 2 is at the top of the stack, and the icon for controller 5 is at the bottom. On the field, each controller controls the player on its corresponding color-coded circle.

CONTROLLER #	COLOR-CODED CIRCLE
1	Yellow
2	Red
3	Blue
4	Purple
5	Black

To select teams:

- Press each Control Pad ← → to move its controller icon beneath a team. If a controller icon remains in the center of the screen, that controller is inactive; if no controller icons are assigned to a team, the computer controls that team during the game.

NOTE: A controller can be reassigned during a game.

SKILL LEVEL
Pro gives you total ball control and passing freedom. If you're a newcomer to *FIFA Soccer 97*, start out at the Semi level; the CPU assists in ball control.

- Control Pad ↑↓ to toggle between PRO and **SEMI** skill level.

CONTROL DIRECTION
You can change the response of your Control Pad to compensate for the 30° angle used to view the action on the field. The control direction is normally diagonal. Control Pad ↑ to move the players upfield. When the control direction is straight, Control Pad in the true direction you want the players to run.

- From the Controllers screen, press **A** to toggle control direction.
- Once all the controllers have been assigned to a team (or left in a neutral position), press **START** to go to the Control screen.

CONTROL SCREEN

To configure your team, highlight the option you want and press **B**.

Modify any game options you selected earlier.

NOTE: You can not adjust your COVERAGE, STRATEGY, and FORMATION for an Indoor match.

The Control screen appears before a game begins. From this screen, you can select your team's coverage, strategy, formation, starting line, and other options.

- To go straight to the field and play with default settings, press **START**.

START GAME
Leave the Control screen and line up on the field.

CONTROLLERS
Change the Control Setup you chose earlier. You can also change which team you control during a game. (See *Controllers Screen* on p. 12.)

TEAM COVERAGE
Adjust the range of your players' field coverage.

- Control Pad ↑↓ to highlight DEFENCE, MIDFIELD, or OFFENCE.
- Control Pad ← → to adjust the length of the arrow on the field. The Midfield arrow can be extended toward defence and offense.

COVERAGE INFORMATION
The further your defenders push upfield, the more likely you are to find yourself under-manned on defense when the opposition counter-attacks.

If you leave the midfield players grouped in the center of the field, it's hard for them to link with defenders and attacking players. If you spread them too thin, they're likely to be overrun.

The area of field covered by your forward players depends, to a large extent, on the chosen strategy. (See *Team Strategy* below.) If you're playing LONG BALL it's OK to leave them camped well inside the opposition half, but choose DEFEND and they may need to drop back.

- After you've adjusted your Team Coverage, press **B** to go straight to the Strategy screen.

TEAM STRATEGY
Use this option to select a strategy for your team.

- Control Pad to scroll through the available strategies. Diagrams on the field change to illustrate each strategy.

STRATEGY INFORMATION

NONE: The computer automatically selects a strategy for your current field situation.

LONG BALL: From defense the ball is punted upfield, and midfield and attacking players race to meet it. This strategy is simple, direct, and works best when you have tall center-forwards who are good headers of the ball. Soccer purists, however, say Long Ball lacks the finesse of skillful passing play.

ALL OUT DEFEND: Players are kept behind the ball in an attempt to fend off the opposition by sheer weight of numbers. Choose this if you expect a real hammering from the opposition forwards, or in the dying moments of a match when you're defending a narrow lead.

ATTACK: An open strategy designed to maximize shots on goal, with defenders pushing up and midfield players supporting the front men.

DEFEND: A tight strategy that keeps midfielders in and around your own half of the field to form an extra defensive barrier.

ALL OUT ATTACK: Everyone pushes forward into the opposition half, giving little thought to preventing goals. Use when time is running out and defeat would otherwise be inevitable.

- After you've adjusted your Team Strategy, press **B** to go straight to the Formation screen.

TEAM FORMATION

Adjust the formation of your players on the field. Yellow **X**'s mark player positions on the field.

NOTE: Different teams have different default formations.

- Control Pad to scroll the available formations. Diagrams on the field illustrate each formation.

FORMATION INFORMATION

3-5-2: The well-manned midfield controls the ball, protects the 3-man defense, and feeds the ball to the forwards.

4-4-2: With the 4-man guard hiding behind the well covered midfield there isn't much chance for your opponent to score a goal on you.

Sweeper: Derived from the 4-4-2, the Sweeper calls for a 3-man defense with an extra man, "the sweeper," who patrols the zone behind them. If the ball tears through the defense, the sweeper "sweeps" it up and clears it out of this zone.

4-2-4: This standard formation, although weak in midfield, keeps gameplay strong at either end of the field. It is especially effective with an Attack strategy.

4-3-3: Considered a more reliable formation, the 4-3-3 provides balanced coverage over the entire field, with an extra go-between in the midfield who falls back to assist the defenders or advances upfield to help the strikers.

- After selecting a formation, press **START**. The Control screen reappears.

STARTING LINEUP

1. Highlight the name of the player you want to pull from the game and press **A**.
2. Highlight the player you want to send into the game and press **A**.

Before substituting a player, Control Pad ←→ to check his Skill Ratings.

A SWAP message confirms the substitution.

Use this Option to adjust your lineup. Player positions are designated on this screen by single letters: F=Forward, G=Goalie, D=Defenseman, M=Midfielder.

NOTE: A goalie can be replaced only by another goalie.

- To cancel a substitution, press **B** before completing the swap.
- To return to the Control screen, press **START**.

EA TIP If a player has been sent off the field due to a booking, use the Substitutions option to reposition the remaining players—try to plug the gap left by his exit.

NOTE: In Indoor mode, the team of 6 (including the goalie) begins the lineup. The tail end of the lineup is made up of players available for substitution. Separating these two groups is the midfielder who replaces the goalie if you select Keeper OUT from the Options screen. (See *Keeper* on p. 10.)

OPTIONS

Modify any game options you selected earlier. (See the *Options* section on p. 7 for descriptions.)

PAUSING THE GAME

When the game is paused, a list of options are available identical to the End of Half screen. (See *Half Time* on p. 24.)

To pause the game during play:

- Press **START**. The game is paused and the Game Paused screen appears.
- Select RESUME GAME to return to the fray.
- Select QUIT to return to the Match Select screen.

ON THE FIELD

KICK OFF

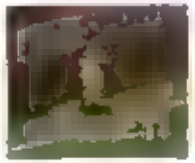
Before each half and after each score, players take up their positions on either side of the center circle.

To kick off:

- With both teams in Kick Off formation, press **A**, **B**, **X** or **Y** to kick to your teammate.

EA TIP Defending players are not allowed into the center circle until the ball has been kicked off.

POWER CIRCLE



It is important to control the amount of power you use when moving the ball. For instance, the more force used on a shot, the less accurate the shot is. To view the power used for lobs, shots, kicks, or corner kicks, check the Power Circle beneath your player. The Power Circle appears when a human controlled player has possession of the ball. When the circle is full, the player is ready to deliver the most powerful shot.

BALL CONTROL

A player with a high skill level controls the ball more closely—but the faster he moves, the further from his body he dribbles the ball.

NOTE: The closer a player controls the ball, the harder it is for an opponent to tackle him.

- To clear the ball or attempt a chipshot, press **Y**.
- To pass to your nearest teammate, press **B**. Control Pad to direct the pass.
- To sprint while in possession of the ball, hold **X** + Control Pad.
- To take a shot toward the goal from anywhere on the field, press **A**.

In Pro Mode Only:

- For a Give and Go, press **R** to pass, then **R** again to return the ball to the original carrier.
- For a one-time shot or kick, press **A**.

NOTE. What's a soccer match without a celebration? After your player scores a goal and the crowd is still behind him, press **A** or **Y** to throw a horn and **B** to shout "GOAL!" SFX must be ON and Auto Replay must be OFF. (See *Options* on p. 7.)

BALL IN THE AIR

Performing a bicycle kick, header, or volley depends on the height of the ball at the moment of execution and how close you are to the ball.

To perform a specialty move

1. When the ball is in the air, press **X** or **Y**.
2. After you make contact with the ball, Control Pad to add a slight curve.

In Pro Mode Only

- For an immediate one-time shot, press **A**.
- For a diving header, press **B**.

NORMAL AND RECEIVER MODES

Normal and Receiver modes are available for corner kick, throw-in, and goal kick situations. Only if your skill level is set to PRO can you access set plays for a free kick.

NORMAL

Normal mode has the circle beneath the ball carrier.

RECEIVER

Allows you to pass/throw the ball to a targeted field position.

To utilize the Target Box

1. When your players are in position for a goal kick, press **Y**. The Target Box appears. (For a corner kick, the target box appears automatically.)
2. Control Pad to move the Target Box to your desired field position.
3. Press **A** or **B** to kick/throw the ball into play.

To utilize Receiver mode

1. When your players are in position for a throw-in or corner kick, press **Y**. Your receiver stands over a color coded circle.
2. Control Pad to move the receiver to a different field position.
   - To return to Normal mode, press **Y**. This returns the circle back to the ball carrier or the Target Box back to the field.
3. Press **A** or **B** to kick/throw the ball into play.

SET PLAYS

For each free kick opportunity, you can either direct the target box or execute a set play—select one or the other.

1. To cycle through the three Set Plays, press **Y**. A soccer ball animation displays the direction of each set play.
2. To execute the Set Play, press **A**.

OR

1. When your players are in position for a free kick, press **B** to access the Target Box. Control Pad to move the Target Box to your desired field position.
2. Press **A**, **B**, or **Y** to put the ball into play.

DEFENSE

Don't underestimate the importance of solid defense.

- To slide tackle, press **Y**. This is the best way to strip the ball from an attacking opponent. (Pro mode: any time/Semi mode, within proper range.)
- To switch control to your player nearest the ball, press **B**.
- For a burst of speed, press **X**.

In Pro Mode Only

- To get tough, press **R** to throw an elbow or **L** to flatten your opponent.

KEEPER'S BALL

When the ball is safely in the goalie's arms, it's a Keeper's ball. Even when Goalkeepers are set to COMPUTER, goalies in possession are controlled by the human player with the appropriately colored circle.

- To throw or kick, press **B** or **A**. Control Pad any direction to direct a throw or kick to a nearby defender.
- To use the target box, press **Y**. The target box appears. Control Pad any direction to move the target box, then press **B** or **A** to throw or kick.

BALL OUT OF PLAY

The ball is out of play when the whole of its circumference passes over the sideline or goalline. This results in one of four different methods of restarting.

GOAL. After each goal, the players take their positions on either side of the center circle and the team scored against kicks off. (See *Kick Off* on p. 18.)

GOAL KICK. An attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line. The ball is automatically placed at the corner of the goalie's box. (See *Keeper's Ball* above.)

CORNER KICK. When the last player to touch the ball on its way over the goal line was a defender or the goalie, a Corner Kick is taken from within the quarter circle marked around the corner flag. The player taking the kick is automatically chosen. (See *Normal and Receiver Modes* on p. 20.)

- Control Pad any direction to place the target box, then press **A** or **B** to kick the ball.

THROW IN. Taken from the sideline where the ball went out of play. (See *Normal and Receiver Modes* on p. 20.)

- Control Pad any direction to place the target box, then press **A** or **B** to throw the ball.

INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

FREE KICKS. Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball, and Off-Sides.

When you win a free kick, the ball is placed where the infringement took place. (See *Set Plays* on p. 21.)

NOTE: Opposition players must remain 10 yards from the ball until the kick is taken.

PENALTIES. Awarded when an infraction worthy of a free kick occurs in the *penalty area*. The ball is placed on the penalty spot, and your Keeper and the penalty taker are the only players allowed into the penalty area. You must attempt a save even if Goalkeepers are set to COMPUTER.

To save a penalty kick:

- To dive as the ball is struck, Control Pad ← → and press **B**.

To take a penalty kick:

- To select another shot taker, press **B**. You want your most accurate foot at the line.
- To shoot, press **A**. Use the Control Pad to direct the ball in the air.

NOTE. When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

BOOKINGS

If the referee considers a foul to be particularly vicious, he is likely to show the guilty player a yellow card. Play stops while the ref takes the player's name. When repeat offenders receive a red card, play stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub, so after a team's first ejection, that team is down to ten players on the field. It is possible to play with as few as seven.

NOTE. For Bookings to occur, Fouls must be set to NORMAL in the Options menu. (See *Fouls* on p. 9.)

HALF TIME

When the referee signals the end of the first half, both teams leave the field and the Half Time Report appears. It provides pertinent information about the first half of the ongoing match: Score, Shots On Goal and Saves.

- To go to the End of Half screen, press **START**. The options displayed before the match reappear with the addition of Instant Replay, Substitutions, Game Stats and Summaries. (See *Control Screen* on p. 14.)

RESUME GAME

Select RESUME GAME when you're ready to return to the contest. You are returned to midfield for the second half kick off and any Control changes are implemented.

INSTANT REPLAY

Want to relive a classic moment? Select INSTANT REPLAY from the Pause menu immediately following the play.
The past 15 seconds are rewound and a controller icon appears on the screen displaying Instant Replay controls.
To view an Instant Replay:

- To rewind or advance the action, press and hold **Y**, and Control Pad ← →.
- To view a particular player, Control Pad until the player is on screen.
- To replay the action at normal speed, press **B**. The replay will play through until you press **B** again or it reaches its completion.
- To advance the replay one frame at a time, tap **B**.
- To flip the camera angle, press **A**.

SUBSTITUTIONS

In Simulation mode, the number of subs used per game is limited to three; there is no such restriction in Action mode. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen. (See *Starting Lineups* on p. 17.)

GAME STATS

The Game Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.
To view Game Stats:

- Control Pad ↑↓ to scroll through the stat categories.
- Press **B** to cycle through Game Stats, Score and Foul Summary screens.

SCORE SUMMARY

The Scoring screen displays the last ten goals scored, the players who scored them, the team they scored for, and the exact time each goal was made.

FOUL SUMMARY

The Fouls screen lists all the players whose actions have warranted a red or yellow card, along with their team and the time the offence took place.

QUIT

Ends the current game.

END OF GAME

At the end of a Friendly game, you return to the Control screen. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Match Select screen.

LEAGUE PLAY

Selecting LEAGUES from the Match Select screen brings up the Stadium Select screen (See *Stadium Select* on p. 11.) After selecting a stadium, you select a league.

To select a league:

- Control Pad ← → to cycle through league choices.
- To select, press **B**.

Each league team plays every other league team twice to determine a league champion. The champion is awarded that nation's Domestic Cup and is invited to play for the Winner's Cup.

Additionally, following each league, the top 16 international teams (including at least one team from each nation) are invited to the Nation's Cup tournament.

SELECTING LEAGUE TEAMS

Once you have selected a league, the League Select Team screen appears. Here you can enter up to eight focus teams to follow and play during the league season.
To choose your focus team(s):

1. Control Pad ← → to scroll teams.
2. Press **A** to add a focus team to your list.
   - To delete a focus team from your list, press **B**.
3. When you have chosen all the teams you want, press **START** to go to the League Standings screen. (See *League Standings* below.)

The teams you select for your league are numbered from 1 up to 8. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. These teams are not numbered. You play only numbered teams' games.

LEAGUE STANDINGS

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-tied record and total points. The highlight indicates the next two teams to face each other.

CONTROLLERS

See *Controllers Screen* on p. 12.

TOURNAMENT PLAY

Selecting TOURNAMENTS from the Match Select screen brings up the Tournament Selection screen.

In Tournaments, teams are organized into groups of four. Each team plays every other team in their group once. The top two teams advance to the playoff portion of the tournament. The computer will also advance the top four third-place teams in a 24-team tournament (i.e. World Tournament).

Tournament and Team Selections are made in the same manner as League and Team Selections. View Today's Games, standings, and scouting reports exactly as in League Play. (See *League Play* on p. 25.)

PLAYOFFS

Selecting PLAYOFFS from the Match Select screen brings up the Playoff Selection screen.

Playoff and Team Selections are made in the same manner as League and Team Selections. You can also view Today's Games and scouting reports exactly as in League Play. (See *League Play* on p. 25.)

Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed.

PLAYOFF TREE

The Playoff Tree displays each team in a single elimination format and appears before the Controllers screen. Check which teams have advanced on to the next round.

- From the Playoff Tree, Control Pad ← → to scroll the entire screen.

CONTINUE PLAY

CONTINUE is an additional option on the Game Over screen following League, Tournament, and Playoff games. CONTINUE returns you to the updated Standings screen or Playoff Tree so you can continue your series.

SAVE GAME

SAVE GAME is an additional option on the Game Over screen following League, Tournament, and Playoff games. If you wish to exit your series and continue at another time, you must save your game before selecting QUIT.

- To save a League, Tournament, or Playoff in progress, select SAVE GAME from the Game Over screen. When the game has been saved, the option is highlighted gray.
- To erase a saved League or Tournament, see *Erase League*, *Erase Tournament*, or *Erase Playoff* on p. 11.

PRACTICE

Use any of the 6 practice scenarios to tighten weak areas of your game. Selecting PRACTICE from the Match Select screen brings up the Practice screen; select the level of your opposition and your practice scenario.

LEVEL OF OPPOSITION

Practice different moves with a varying level of opposition.

- To highlight Level, Control Pad ↓.
- To adjust Level, Control Pad ← →. The choices are **MINIMAL**, AVERAGE, and FULL.

***EA* TIP** Each drill continues until a point is scored; choose MINIMAL coverage and practice passing, clearing, and kicks without the interference of a defense.

PRACTICE SCENARIOS

The scenarios available are: Corner Kick, Penalty Kick, Goal Kick, Throw-In, Passing, and Shootout.

- To choose a practice scenario, Control Pad ↑ ↓ and press **B**. The Team Select screen appears.

KICKS AND THROW-INS

Select **CORNER KICKS**, PENALTY KICKS, GOAL KICKS, or THROW-INS to prime a strategy. You can test new tactics by beginning drills from different areas of the field.

To begin the scenario:

1. Control Pad to move the soccer ball icon to various starting points on the field.
2. Press **B** to begin.

- To return to the Practice screen, press **START**.

PASSING

Choose PASSING and pit two teams against each other to boost both offensive and defensive play. Steady ball control is essential as points add up each time you are forced out of play. With the absence of goalies, each team must play a mean defense to protect its goal. Begin a passing game with a kick off, just as in a Friendly match.

SHOOTOUT

Select SHOOTOUT from the list of scenarios and experience the pressure of a one-on-one duel for victory. (See *Penalties* on p. 23.)

NOTE: Points are awarded when a goal is scored, a shot on the net is blocked, or the ball is put out of play.

PRACTICE TEAM SELECT

Choose the teams to represent you and your opponent on the practice field. (See *Select Teams* on p. 12.)

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